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ADVENTURE
SERIES

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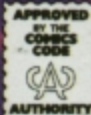


SEGA

THE WORLD'S MOST WAY PAST COOL COMIC!

SONIC™

THE HEDGEHOG



SEE
MUTTSKI
RUN

ALSO
IN THIS
ISSUE:

DIRECT EDITION

SPIN
ARTIST
KAY
KNUCKLES FACES A NEW CHALLENGE!

Hey Sonic Fans,
Though this never happens in the book... we took some artistic license
with Sonic's first meeting with the
Genie. Hope you enjoy our Homage
to Aladdin.

Justin- Sonic Editor



SONIC MEANIE IN A BOTTLE

THE REVENGE

BENNY LEE - WRITER ART MAWHINNEY - PENCILER PAM EKLUND - INKER
JEFF POWELL - LETTERER JASON JENSEN - COLORISTS J.F. GABRIE - EDITOR
VICTOR GORELICK - MANAGING EDITOR RICHARD GOLDWATER - EDITOR IN CHIEF

PART 1



THERE IT GOES, MUTTSKI!
FETCH, BOY!

ROWF!
ROWF!



BRAKT

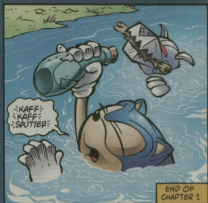
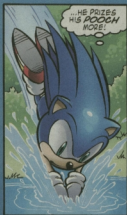
WHOA!



SOMETIMES I
FORGET HOW TOUGH
HIS ROBOTICIZED
HIDE CAN BE!



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SONIC

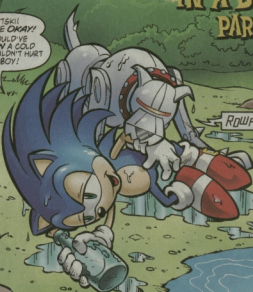
THE HEDGEHOG
HAS BEEN SAVED FROM
A WATERY GRAVE!

BUT
HOW?

MEANIE IN A BOTTLE PART 2

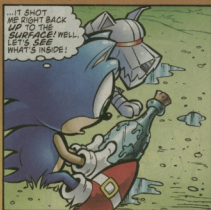
MUTTSKI!
YOU'RE OKAY!
I SHOULD'VE
KNOWN A COLD
DIP WOULDN'T HURT
YOU, BOY!

ROWF!



WEIRD BOTTLE.
AS SOON AS I FREED
IT FROM THE BOTTOM
OF THE LAKE...

...IT SHOT
ME RIGHT BACK
UP TO THE
SURFACE! WELL,
LET'S SEE
WHAT'S INSIDE!





ENO!
OPEN UP, YA
LOUSY...

K-ZAM



FREE AT
LAST! FREE
AT LAST!
FREE AT
LAST!



IT'S--IT'S--
A GENIE!

THREE
POINTS FOR
STATING THE
OBSVIOUS!



DON'T YOU
MEAN THREE
WISHES?



GET REAL
BINGSPINE! WHY
WOULD I EVER
WASTE MY
POWERS ON
YOU?



AS A
REWARD
FOR FREEING
YOU!

I THINK YOU'VE
READ TWO TOO
MANY FAIRY TAILS,
BUT IF IT'S A RE-
WARD YOU WANT...



MEANIE IN A BOTTLE PART 3

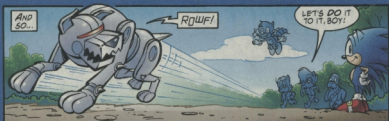
SONIC

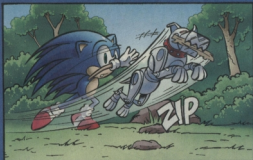
THE HEDGEHOG
HAS JUST BEEN
EXAMINED BY
DOCTOR QUACK!

SORRY, KID
BUT I'M AFRAID
IT'S TRUE!

THAT GENE YOU
FREED HAS STRIPPED YOU
OF YOUR SUPER-SPEED...

...AND
GIVEN IT TO
YOUR PET
DOG!





UHH...
FETCH!



YO, MUTTSKI!
THERE'S THE MEANIE
WHO PUT US IN THIS
MESS TO BEGIN
WITH!

DO I
KNOW
YOU?



SIC 'IM,
BOY!



CHOMP

MEANIE IN A BOTTLE CONCLUSION





the Spaz Sketchbook



Hey Sonic Fans, Spaz here. Justin asked me if I could share with you a little of what goes on behind the scenes here at Archie regarding Sonic design work. In the next couple of pages, I'll be showing you some of the character sketches, unused artwork and concept art that never made it to print. So, check it out and enjoy.

Thanks-Spaz

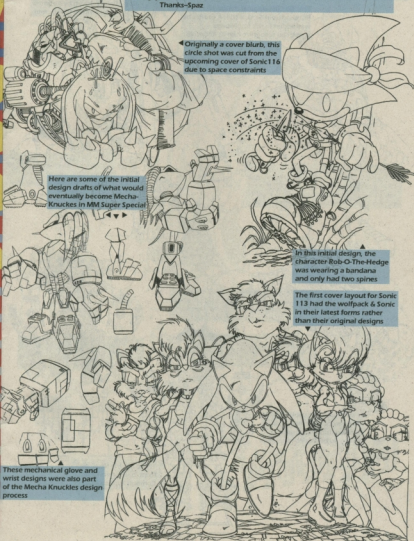
Originally a cover blurb, this circle shot was cut from the upcoming cover of Sonic 116 due to space constraints

Here are some of the initial design drafts of what would eventually become Mecha-Knuckles in MM Super Special

In this initial design, the character Rob-O-The-Hedge was wearing a bandana and only had two spines

The first cover layout for Sonic 113 had the wolfpack & Sonic in their latest forms rather than their original designs

These mechanical glove and wrist designs were also part of the Mecha Knuckles design process



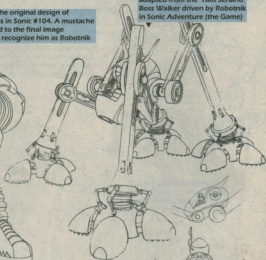
the Spaz Sketchbook



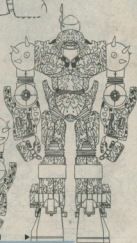
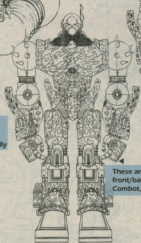
This was the original design of Robolactus in Sonic #104. A mustache was added to the final image so we can recognize him as Robotnik



The Egg Walker design was adapted from the 'Tails Senario' Boss Walker driven by Robotnik in Sonic Adventure (the Game)



In this early concept sketch, the Combos, 'type two,' had a wrist-mounted cannon, that could be loaded manually

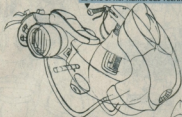


These are the finalized front/back shots of the Combos, 'type two'

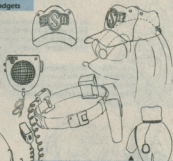
the Spaz Sketchbook



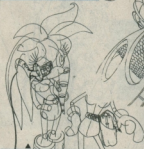
Julie Su's Sky Cycle, originally only appearing on some covers for an interesting visual, was later written into the stories as one of her numerous Techno-Gadgets



Julie Su's twin barrel handgun, originally slated as the weapon for her first appearance, was dropped in favor of a hand taser



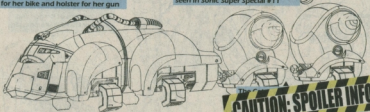
In the case of the 'Echidna Security Team', to maintain a consistent uniform design, separate key elements are drawn, leaving the individual penciler freedom to create his/her own characters, while maintaining continuity



Seen for a few brief scenes in the Knuckles comic, Charmy Bee's home was centered around the idea of a beehive/medieval castle

Some of Julie's equipment had to be updated for her appearance in SSS #11 including a heads-up display for her bike and holster for her gun

Here are the finalized versions of what would eventually be Bunnie Rabbot's new robotic appendages as seen in Sonic Super Special #11



CAUTION: SPOILER INFO



the Spaz Sketchbook

Originally slated for a future Special, and seen briefly in another book, Knuckles, Twenty years later, sports some strange gear and a metallic Eyepiece

Originally slated for a future Special, and seen briefly in another book, *Knuckles*, Twenty years later, sports some strange gear and a metallic Eye-piece.

As the birth mother of the evil Kragok & Kommissar, Merin-Da was given a more 'Hard-Edged' design

In the SSS#11 story 'Shadows', Luger (father to both Julie Su and the evil twins Kragok & Kommissar), had to have a menacing yet gentle look

Shown here is a full shot of Julie Su's actual mother, Mari Su, rarely seen in a full-body shot outside of Sonic SS #11

Julie Su, *Twenty Years Later*, has a slight hairstyle change, a less robotic group of dreads, and carries some serious firepower

Floren-Ca started out as the design for Julie Su's birth mother, but was later switched in the design process.

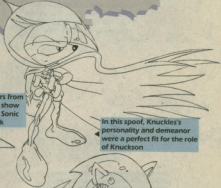
Here in both young and old forms, Julie Sue's surrogate father, Simon, was portrayed only in his older state.

Here's a full body shot of the child versions of Kragok and his sister Lien- Da (Kommissari)

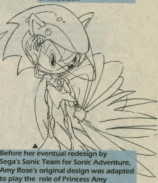
the Spaz Sketchbook



Based on the characters from the popular Anime TV show "Battle of the Planets", Sonic plays the role of Sonark



In this spoof, Knuckles's personality and demeanor were a perfect fit for the role of Knuckson



Before her eventual redesign by Sega's Sonic Team for Sonic Adventure, Amy Rose's original design was adapted to play the role of Princess Amy



As Sonic's best bud, Tails fit in nicely as Tailsop



For a little bit of an ironic twist, Justin thought it would be interesting to redesign the normally sweet and valiant Princess Sally as the evil SALTAR



Rotor's stocky build made him the perfect choice to play the role of Tiny R



Sonic's disguise, for issue #97 was an amalgam of a ninja and the character 'Strider', from the 'Capcom arcade game'

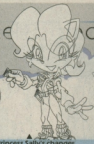


Ray The Squirrel originally appeared with Sonic and Mighty The Armadillo in a little seen Sega System 32 Arcade game

the Spaz Ske Book



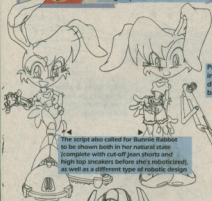
Originally slated to take place in an alternate timeline, a more "manga" influenced Sonic & the group were called for



Princess Sally's changes included a new outfit, a mini disk player, and even a hover bike not shown here



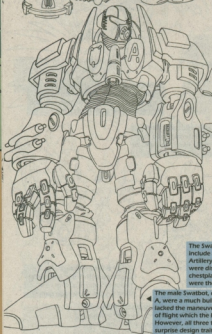
Not looking too different than his newer iterations as of late, when he was designed "Manga" Sonic, besides being clothed, was quite a departure from the normal, more rounded shorter-spined Sonic



The script also called for Bunnie Rabbit to be shown both in her natural state (complete with cut-off jeans shorts and high top sneakers before she's roboticized), as well as a different type of robotic design

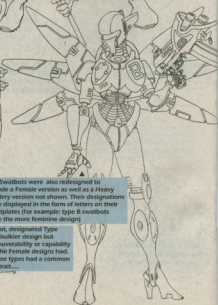


Snively probably sported the most drastic redesign, becoming more wirey, having a long hair braid, and wearing a stealth suit



The Swatbots were also redesigned to include a Female version as well as a Heavy Artillery version not shown. Their designations were displayed in the form of letters on their chestplates (for example: type B swatbots were the more feminine design)

The male Swatbot, designated Type A, were a much bulkier design but lacked the maneuverability or capability of flight which the Female designs had. However, all three types had a common surprise design trait...

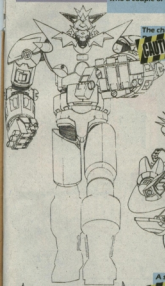


the Spaz Sketchbook



As a final bonus, we present to you some sneak preview characters that will be appearing in future issues of Sonic The Hedgehog comics. Because these are as yet unseen characters, we cannot reveal their identities here, but we can give you a little teaser. So check them out and enjoy. Maybe you can guess who a couple of them are. Thanks again for reading.

—Spaz



The character
CAUTION: SPOILER INFO
in his
mechanized form



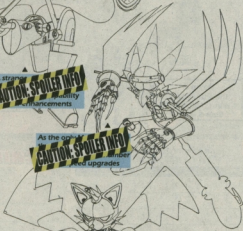
As the next
CAUTION: SPOILER INFO
in his weaponry



A strange
CAUTION: SPOILER INFO
in his
ability
enhancements



Being
CAUTION: SPOILER INFO
appear very
to Sonic in Design



As the other
CAUTION: SPOILER INFO
in his
armor
upgrades



Never before
CAUTION: SPOILER INFO
in his
strengths

NUCKLES

THE ECHIDNA

HAS JUST FOUND OUT THAT **DMITRI**, HIS FORMER FOE AND STILL LEADER OF THE **DARK LEGION**, IS DYING.

WATCHING HER DEPARTURE IS ONE VERY INTERESTED OBSERVER AND ONE RELUCTANT CABBIE...

DMITRI'S SECOND-IN-COMMAND, HIS GREAT-GRANDDAUGHTER **LIEN-DA**, WAS VISITING WITH HIM AT THE HOSPITAL WHEN SHE RECEIVED WORD TO RETURN BACK TO THE MOTHER SHIP.

I THOUGHT THE DARK LEGION WERE **UNWELCOME** ON THE ISLAND!

GET WITH THE PROGRAM, MAC!

THAT WAS **YESTERDAY!**

?

**ULTIMATE
POWER
PART TWO**

ONCE AGAIN OUR INTREPID TEAM --

KEN PENDERS
SCRIPT, LAYOUTS & INKS

DAWN BEST
PENCILS

VICKIE WILLIAMS
LETTERER

JENSEN
COLORIST

JUSTIN GABRIE
EDITOR

-- EMBARKS ON A NEW ADVENTURE FEATURING EVERYONE'S FAVORITE ECHIDNA!

YOU KNOW HOW IT IS --
YESTERDAY'S ENEMY IS
TODAY'S FRIEND!

THAT'S
POLITICS
FOR YOU!

ANYWAY, YOU
WANTED TO SEE
THE **HEAD**
ENCHILADA --

DMITRI'S
IN THERE?!

-- SO HERE
WE ARE!

HOW
DO YOU
KNOW?



YOU COULDN'T
PAY ME ENOUGH
TO ANSWER
QUESTIONS LIKE
THAT!

I
SEE!

THEN WAIT
HERE WHILE I
TEND TO
BUSINESS!



WELL, WELL, WELL --

-- LOOK
WHAT
THE CAT
DRAGGED
IN!



CURIOUS TO
KNOW WHETHER
I USED **BRUTE
FORCE** --

-- OR
WIELDED
THE **POWER** I
STOLE FROM
YOU?



SOMETHING --
LIKE THAT...

I'M
AFRAID TO
DISAPPOINT
YOU, OLD
BOY --

* - AS CHRONICLED IN THE NOW-
CLASSIC *KNUCKLES* #9 - JUSTIN.



-- BUT YOUR
POWER IN TURN
WAS STOLEN
FROM ME!

I'M A BIT
HAZY ON THE
NOW AND **WHY**,
THOUGH!

* - OBVIOUSLY MAMMOTH MOGUL
DIDN'T READ *SONIC* #79 - JUSTIN.



SO WHY
ARE YOU
HERE?

REVENGE!

"PERHAPS, BUT NOT UNTIL YOU'VE ASSISTED ME IN
REACQUIRING THE POWER FROM *ANOTHER SOURCE...*"

LOOK
AT THIS
MOVE!

VECTOR IS
DEFINITELY
IN THE GROOVE!

VECTOR IS
DEFINITELY
SOMETHING!

WE'RE
JUST NOT
SURE
WHAT!

SPEAKING
OF SOMETHING,
KNUX --

SHORT AND SIMPLE,
I CHANGED COLORS
WHEN I *GAINED* THE
POWERS OF THE CHAOS
EMERALD!

SWEET!!

HOW'D
THAT
HAPPEN?

-- THAT'S SURE
SOME SHADE OF
GREEN YOU'RE
SPORTING!

SO
WHAT'S IT
MEAN?

YOU CAN
MOONWALK
BETTER THAN
VEC?

GOOD
QUESTION!

THINGS
GET *STRANGE*
WHEN I GET
MAD!

WHAT
ABOUT WHEN
YOU'RE NOT?



ELSEWHERE IN ECHIDNAOPOLIS, UNSEEN FROM PRYING EYES...

WE'VE JUST ABOUT FINISHED INSTALLING THE COM-CONSOLES.

ONCE THE FINAL CONNECTIONS ARE MADE, WE CAN BEGIN SIMULATIONS!

EXCELLENT!

KOMMISSAR WILL BE PLEASED WITH OUR PROGRESS!

SPEAKING OF WHICH --

HAVE YOU ANY NEWS OF GREAT DIMITRI, KOMMISSAR?

NOTHING FAVORABLE AT THE MOMENT, GAE-NA --

-- BUT THERE IS STILL HOPE!

IN THE MEANTIME --

-- THE HIGH COUNCIL HAS NOT YET VOTED THEIR APPROVAL OF REUNIFICATION --

-- FORCING US TO CONTINUE WITH OUR BACK-UP PLAN JUST IN CASE.

HERE'S A REPORT ON OUR CURRENT STATUS!

AND WHAT ABOUT KNUCKLES?

WHEREABOUTS IS OUR -- ALLY?

WHATEVER
WOULD YOUR FATHER BE DOING
IN *THIS DUMP*?!

* - AND SO IT IS, DUE TO
EVENTS DEPICTED IN *SONIC
SUPER SPECIAL #4* - JUSTIN.

I GUESS HIS
LAST ADDRESS IS IN
WORSE SHAPE!

YOU SURE HE
COULDN'T FIND A
BETTER PLACE,
KNUX?

THIS IS JUST
THE *STORAGE*
AREA!

IN
HERE!

KNUCKLES!

GOOD THING
YOU SHOWED
UP, SON!

YOU SOUND
LIKE YOU WERE
EXPECTING
ME, DAD!

IF YOU HADN'T
COME, WE'D HAVE GONE
LOOKING FOR YOU!

WHY?

WHAT'S
GOING
DOWN?

WE'VE JUST RECEIVED
A *TRANSMISSION* FROM
SOMEONE WHO CALLS HIM-
SELF *MAMMOTH MOSUL*!

HE'S
CAPTURED
DIMITRI --

-- AND NOW
HE *WANTS*
YOU!

SONIC-GRAMS

THIS JUST IN!

Hey, Sonic fans! JG here. Just wanted to let you know that deadline doom is a real thing. All of us that do this thing we call comics, live with it everyday. It causes headaches, ulcers... and relief when we make it right under the wire. This time out, Ken couldn't make his letters page deadline. Since the Knuckles stories he does for us have a more important deadline than the letters, I don't blame him for letting time lapse on it. However, he did send me this one letter that I thought I could place in my editorial instead. Regular editorial and letters page will return next month, so until then, keep on reading...

To the Sonic crew at Archie:

I was a completely loyal and true fan and follower of the Sonic comic from #112 until about #60-something. (Years ago, I even spent \$12 to buy Sonic #10 at a nearby comic-book shop. At the time, that was a lot of money to me.) Then I lost interest for a long time, only thinking to look for back issues every now and then. You see, I am going off to the Savannah College of Art and Design in September, so lately I've been going through all my comic books and graphic novels to decide what I'll take with me. A large portion of the final selections are Sonic-related. This led me back to the Sonic Foundation website, where I read some of Dan Dracen's reviews of the Sonic comic. I found

myself getting interested in the series all over again. Now, to the point of this letter - Earlier today, I was able to find and buy issues 104 through 112. (My original intent was to find Sonic #87 and Jay and Silent Bob #9), among others.) During the first hours of the night, I read and reviewed all of these issues and I came to the following conclusion:

I really must thank the team at Archie for the masterpiece that was Sonic #108. I mean I was totally blown away by the artwork and writing. Perhaps even more than those factors, it was the sheer heart of the issue that really touched me. "...A Girl Named Hope!" was really beautiful in Head, Eye, and Heart (as Dan Dracen would classify the story). Simply wonderful. My only minor complaint, and which is really just an observation, is that Sonic looks weird on the cover. (Cmon, did Spaz really do that?) The other issues that remained (and deserved!) their bags and beads were also unusually excellent. I have especially come to like Dawn Best's penciling style. She's as good as if not better than as some of the long-time professional pencilers of the series. Also, J. Auer is extremely skilled at his job. Dare I say that he is just as good, if not better than, Spaziano?? That's something I never thought I'd say. So that I won't accidentally hurt Spaz's feelings, let me thank him for his penciling on Mecha Madness #1, which I still greatly enjoy. Now more than ever, I am so impressed with the Sonic series that I feel inspired by it. What with Spaz and Auer and Best's penciling, and Hawthiney's improvement, there is so much great art to look at, not to mention the inkers and colorist, who have also been doing an impressive job. I like the 3-story format. It's working out very well for me. Also, the bios and other non-story features are extremely helpful, because now I know Knuckles' family tree (I used to wrack my brain trying to figure out that labyrinth of a genealogy) and how it is that there is still a Robotnik (or in the case of Sonic #108, two Robotniks). Robotnik II's story is quite interesting, by the way.

Jayson

P.S.: Issues 106 through 109, and 111 and 112 are definitely coming with me to college!

P.S.S.: Is it just me, or has there been a whole lot of hugging in the series, recently? Not that that's a bad thing at all, you understand! I actually enjoy heartwarming stories every now and then. We haven't been keeping score of all the hugs, hand-holding and even outright kisses, but as you said, it's not a bad thing for our characters to express a variety of emotions, is it? We're also happy to hear the new format and features are your kind of chili-dog. As long as you guys let us know what works and — just as important, what doesn't — we'll be able to continue bringing you all the hi-dammit action you can handle. (Catch you on the flip side!)

JG

Notes: Due to the overwhelming amount of e-mail and snail mail, it is impossible for us to reply personally to each and every message. However, your opinions are important to us and each message will be read. Also, due to space limitations, some correspondence may be edited. **Thanks for understanding!**

Send Letters
and E-mail To:

SONIC-GRAMS # 115

c/o Archie Comic Publications, Inc.

P.O. Box #419

Mamaroneck, NY 10543-0419

E-MAIL:

Sonic@kenpenders.com

WEBSITE: www.archiecomics.com

SEGA WEBSITE: www.sega.com

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ATTRactions**

**SONIC
THE MOVIE**



NO. 116



SONIC CHECKLIST



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Issue No's 1-7... \$11.99

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